

Amulet of Kroog

{2}

Artifact

{2}, {T}: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Argivian Archaeologist

{1}{W}{W}

Creature -- Archaeologist

1/1

{W}{W}, {T}: Return target artifact card from your graveyard to your hand.

Argivian Blacksmith

{1}{W}{W}

Creature -- Smith

2/2

{T}: Prevent the next 2 damage that would be dealt to target artifact creature this turn.

Argothian Pixies

{1}{G}

Creature -- Faerie

2/1

Argothian Pixies can't be blocked by artifact creatures.

Prevent all damage that would be dealt to Argothian Pixies by artifact creatures.

Argothian Treefolk

{3}{G}{G}

Creature -- Treefolk

3/5

Prevent all damage that would be dealt to Argothian Treefolk by artifacts.

Armageddon Clock

{6}

Artifact

At the beginning of your upkeep, put a doom counter on Armageddon Clock.

At the beginning of your draw step, Armageddon Clock deals damage to each player equal to the number of doom counters on it.

{4}: Remove a doom counter from Armageddon Clock. Any player may play this ability but only during any upkeep step.

Artifact Blast

{R}

Instant

Counter target artifact spell.

Artifact Possession

{2}{B}

Enchant Artifact

Whenever enchanted artifact becomes tapped or a player plays an

activated ability of enchanted artifact without {T} in its activation cost, Artifact Possession deals 2 damage to that artifact's controller.

Artifact Ward

{W}

Enchant Creature

Enchanted creature has protection from artifacts. This effect doesn't remove Artifact Ward.

Ashnod's Battle Gear

{2}

Artifact

You may choose not to untap Ashnod's Battle Gear during your untap step.

{2}, {T}: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped.

Ashnod's Altar

{3}

Artifact

Sacrifice a creature: Add two colorless mana to your mana pool.

Ashnod's Transmogrant

{1}

Artifact

{T}, Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact in addition to its types. #(This effect doesn't end at end of turn.)#

Atog

{1}{R}

Creature -- Atog

1/2

Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Battering Ram

{2}

Artifact Creature

1/1

At the beginning of your combat phase, Battering Ram gains banding until end of combat.

Whenever Battering Ram becomes blocked by a Wall, destroy that Wall at end of combat.

Bronze Tablet

{6}

Artifact

Remove Bronze Tablet from your deck before playing if you're not playing for ante.

Bronze Tablet comes into play tapped.

{4}, {T}: Target card's controller may pay 10 life. If he or she does, remove Bronze Tablet from the game. If he or she doesn't and Bronze Tablet is in play, you own the targeted card and that player

owns Bronze Tablet, then remove Bronze Tablet and that card from the game.

Candelabra of Tawnos

{1}

Artifact

{X}, {T}: Untap X target lands.

Circle of Protection: Artifacts

{1}{W}

Enchantment

{2}: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

Citanul Druid

{1}{G}

Creature -- Druid

1/1

Whenever an opponent plays an artifact spell, put a +1/+1 counter on Citanul Druid.

Clay Statue

{4}

Artifact Creature

3/1

{2}: Regenerate Clay Statue.

Clockwork Avian

{5}

Artifact Creature

0/4

Flying

Clockwork Avian comes into play with four +1/+0 counters on it.

Clockwork Avian can't have more than four +1/+0 counters on it.

At end of combat, if Clockwork Avian attacked or blocked this turn, remove a +1/+0 counter from it.

{X}, {T}: Put X +1/+0 counters on Clockwork Avian. Play this ability only during your upkeep.

Colossus of Sardia

{9}

Artifact Creature

9/9

Trample

Colossus of Sardia doesn't untap during your untap step.

{9}: Untap Colossus of Sardia. Play this ability only during your upkeep.

Coral Helm

{3}

Artifact

{3}, Discard a card at random from your hand: Target creature gets +2/+2 until end of turn.

Crumble
{G}

Instant

Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its converted mana cost.

Cursed Rack
{4}

Artifact

As Cursed Rack comes into play, choose an opponent.
The chosen player's maximum hand size is 4.

Damping Field
{2}{W}

Enchantment

Players can't untap more than one artifact during their untap steps.

Detonate
{X}{R}

Sorcery

Destroy target artifact with converted mana cost equal to X. It can't be regenerated. Detonate deals X damage to that artifact's controller.

Drafna's Restoration
{U}

Sorcery

Return any number of target artifact cards from target player's graveyard to the top of his or her library in any order.

Dragon Engine
{3}

Artifact Creature

1/3

{2}: Dragon Engine gets +1/+0 until end of turn.

Dwarven Weaponsmith
{1}{R}

Creature -- Dwarf

1/1

{T}, Sacrifice an artifact: Put a +1/+1 counter on target creature.
Play this ability only during your upkeep.

Energy Flux
{2}{U}

Enchantment

All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}."

Feldon's Cane
{1}

Artifact

{T}, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Gaea's Avenger

{1}{G}{G}

Creature -- Gaea's-Avenger

1+*/1+*

Gaea's Avenger's power and toughness are each equal to 1 plus the number of artifacts your opponents control.

Gate to Phyrexia

{B}{B}

Enchantment

Sacrifice a creature: Destroy target artifact. Play this ability only during your upkeep and only once each turn.

Goblin Artisans

{R}

Creature -- Goblin

1/1

{T}: Flip a coin. If you win the flip, draw a card. Otherwise, counter target artifact spell you control that isn't the target of an ability from another creature named Goblin Artisans.

Golgothian Sylex

{4}

Artifact

{1}, {T}: Destroy all cards from the Antiquities expansion.

Grapeshot Catapult

{4}

Artifact Creature

2/3

{T}: Grapeshot Catapult deals 1 damage to target creature with flying.

Haunting Wind

{3}{B}

Enchantment

Whenever an artifact becomes tapped or a player plays an artifact's activated ability without {T} in its activation cost, Haunting Wind deals 1 damage to that artifact's controller.

Hurkyl's Recall

{1}{U}

Instant

Return all artifacts target player owns to his or her hand.

Ivory Tower

{1}

Artifact

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

Jalum Tome

{3}

Artifact

{2}, {T}: Draw a card, then discard a card from your hand.

Martyrs of Korlis

{3}{W}{W}

Creature -- Bodyguard

1/6

As long as Martyrs of Korlis is untapped, all damage that would be dealt to you by artifacts is dealt to Martyrs of Korlis instead.

Mightstone

{4}

Artifact

Whenever a creature attacks, it gets +1/+0 as long as it's attacking.

Millstone

{2}

Artifact

{2}, {T}: Target player puts the top two cards of his or her library into his or her graveyard.

Mishra's Factory

Land

{T}: Add one colorless mana to your mana pool.

{T}: Target Assembly-Worker gets +1/+1 until end of turn.

{1}: Until end of turn, Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature. It's still a land.

Mishra's War Machine

{7}

Artifact Creature

5/5

Banding

At the beginning of your upkeep, unless you discard a card from your hand, tap Mishra's War Machine and it deals 3 damage to you.

Mishra's Workshop

Land

{T}: Add three colorless mana to your mana pool. Spend this mana only to play artifact spells.

Obelisk of Undoing

{1}

Artifact

{6}, {T}: Return target permanent you own and control to your hand.

Onulet

{3}

Artifact Creature

2/2

When Onulet is put into a graveyard from play, you gain 2 life.

Orcish Mechanics

{2}{R}
Creature -- Orc
1/1
{T}, Sacrifice an artifact: Orcish Mechanics deals 2 damage to target creature or player.

Ornithopter
{0}
Artifact Creature
0/2
Flying

Phyrexian Gremlins
{2}{B}
Creature -- Gremlin
1/1
You may choose not to untap Phyrexian Gremlins during your untap step.
{T}: Tap target artifact. As long as Phyrexian Gremlins remains tapped, that artifact doesn't untap during its controller's untap step.

Power Artifact
{U}{U}
Enchant Artifact
Enchanted artifact's activated abilities cost up to {2} less to play. If this would make an ability cost 0 or less mana to play, it costs {1}, plus any nonmana costs.

Powerleech
{G}{G}
Enchantment
Whenever an artifact an opponent controls becomes tapped or an opponent plays an artifact's activated ability without {T} in its activation cost, you gain 1 life.

Priest of Yawgmoth
{1}{B}
Creature -- Cleric
1/2
{T}, Sacrifice an artifact: Add to your mana pool an amount of black mana equal to the sacrificed artifact's converted mana cost.

Primal Clay
{4}
Artifact Creature
*/
Primal Clay comes into play as your choice of a 3/3 artifact creature; a 2/2 artifact creature with flying; or a 1/6 Wall artifact creature. #(Walls can't attack.)#

Rakalite
{6}
Artifact

{2}: Prevent the next 1 damage that would be dealt to target creature or player this turn. Return Rakalite to its owner's hand at end of turn.

Reconstruction

{U}

Sorcery

Return target artifact card from your graveyard to your hand.

Reverse Polarity

{W}{W}

Instant

You gain X life, where X is twice the damage dealt to you so far this turn by artifacts.

Rocket Launcher

{4}

Artifact

{2}: Rocket Launcher deals 1 damage to target creature or player. Sacrifice Rocket Launcher at end of turn. Play this ability only if you've controlled Rocket Launcher continuously since the most recent beginning of your turn.

Sage of Lat-Nam

{1}{U}

Creature -- Sage

1/2

{T}, Sacrifice an artifact: Draw a card.

Shapeshifter

{6}

Artifact Creature

/7-

As Shapeshifter comes into play, choose a number between 0 and 7. At the beginning of your upkeep, you may choose a number between 0 and 7.

Shapeshifter's power is equal to the last chosen number and its toughness is equal to 7 minus that number.

Shatterstorm

{2}{R}{R}

Sorcery

Destroy all artifacts. They can't be regenerated.

Staff of Zegon

{4}

Artifact

{3}, {T}: Target creature gets -2/-0 until end of turn.

Strip Mine

Land

{T}: Add one colorless mana to your mana pool.

{T}, Sacrifice Strip Mine: Destroy target land.

Su-Chi

{4}

Artifact Creature

4/4

When Su-Chi is put into a graveyard from play, add four colorless mana to your mana pool.

Tablet of Epityr

{1}

Artifact

Whenever an artifact you control is put into a graveyard from play, you may pay {1}. If you do, you gain 1 life.

Tawnos's Coffin

{4}

Artifact

You may choose not to untap Tawnos's Coffin during your untap step. {3}, {T}: Target creature phases out. It can't phase in as long as Tawnos's Coffin remains tapped. When Tawnos's Coffin leaves play or becomes untapped, the creature phases in tapped.

Tawnos's Wand

{4}

Artifact

{2}, {T}: Target creature with power 2 or less is unblockable this turn.

Tawnos's Weaponry

{2}

Artifact

You may choose not to untap Tawnos's Weaponry during your untap step.

{2}, {T}: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Tetravus

{6}

Artifact Creature

1/1

Flying

Tetravus comes into play with three +1/+1 counters on it.

At the beginning of your upkeep, you may remove any number of Tetravites created with Tetravus from the game. For each Tetravite removed this way, put a +1/+1 counter on Tetravus. Then you may remove any number of +1/+1 counters from Tetravus. For each +1/+1 counter removed this way, put into play a 1/1 Tetravite artifact creature token with flying and with "Tetravite can't be enchanted."

The Rack

{1}

Artifact

As The Rack comes into play, choose an opponent.

At the beginning of the chosen player's upkeep, The Rack deals X damage to that player, where X is three minus the number of cards in

his or her hand.

Titania's Song

{3}{G}

Enchantment

Each noncreature artifact loses its abilities and becomes an artifact creature with power and toughness each equal to its converted mana cost. If Titania's Song leaves play, this effect continues until end of turn.

Transmute Artifact

{U}{U}

Sorcery

As an additional cost to play Transmute Artifact, sacrifice an artifact.

Search your library for an artifact card. If that card's converted mana cost is less than or equal to the sacrificed artifact, put it into play. If it's greater, you may pay the cost difference. If you do, put it into play. If you don't, put it into its owner's graveyard. Then shuffle your library.

Triskelion

{6}

Artifact Creature

1/1

Triskelion comes into play with three +1/+1 counters on it.

Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.

Urza's Chalice

{1}

Artifact

Whenever a player plays an artifact spell, you may pay {1}. If you do, you gain 1 life.

Urza's Miter

{3}

Artifact

Whenever an artifact you control is put into a graveyard from play, if it wasn't sacrificed, you may pay {3}. If you do, draw a card.

Urza's Avenger

{6}

Artifact Creature

4/4

{0}: Urza's Avenger gets -1/-1 and your choice of banding, flying, first strike, or trample until end of turn.

Urza's Mine

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Power Plant and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Power Plant

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Tower, add one additional colorless mana to your mana pool.

Urza's Tower

Land

{T}: Add one colorless mana to your mana pool. If you control a permanent named Urza's Mine and a permanent named Urza's Power Plant, add two additional colorless mana to your mana pool.

Wall of Spears

{3}

Artifact Creature -- Wall

2/3

#{Walls can't attack.}#

First strike

Weakstone

{4}

Artifact

Whenever a creature attacks, it gets -1/-0 until end of combat.

Xenic Poltergeist

{1}{B}{B}

Creature -- Poltergeist

1/1

{T}: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

Yawgmoth Demon

{4}{B}{B}

Creature -- Demon

6/6

Flying, first strike

At the beginning of your upkeep, unless you sacrifice an artifact, tap Yawgmoth Demon and it deals 2 damage to you.

Yotian Soldier

{3}

Artifact Creature

1/4

Attacking doesn't cause Yotian Soldier to tap.